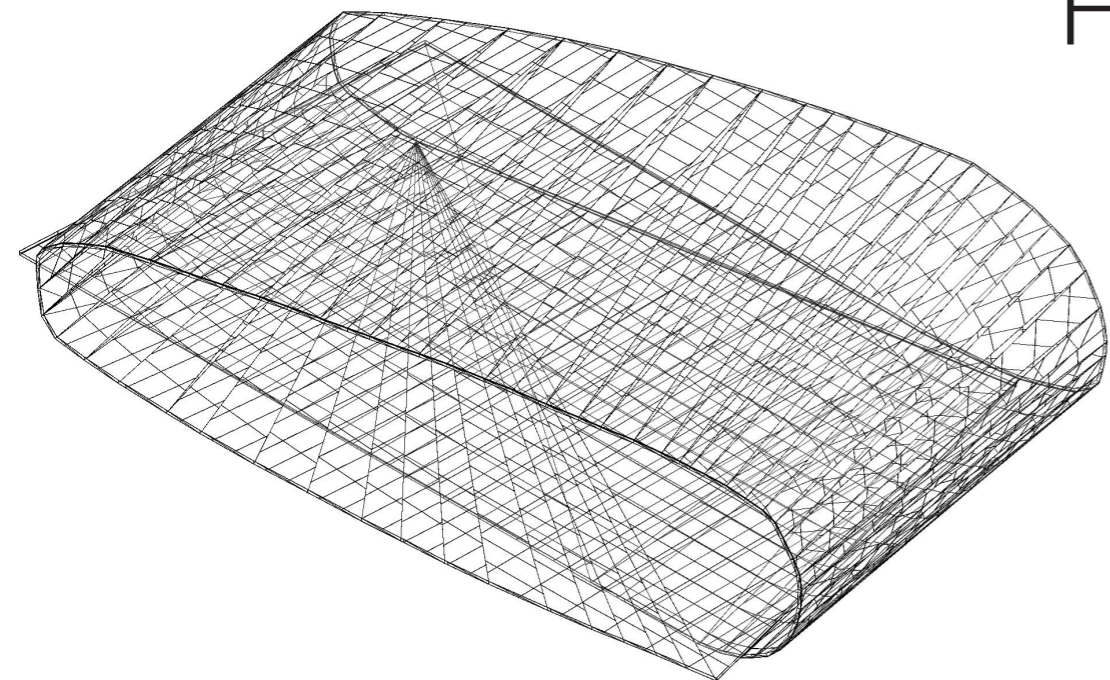


# HUMAN|ENGINEERING

An Immersive Visual Experience

Dusty Austin  
advisor | Regin Schwaen

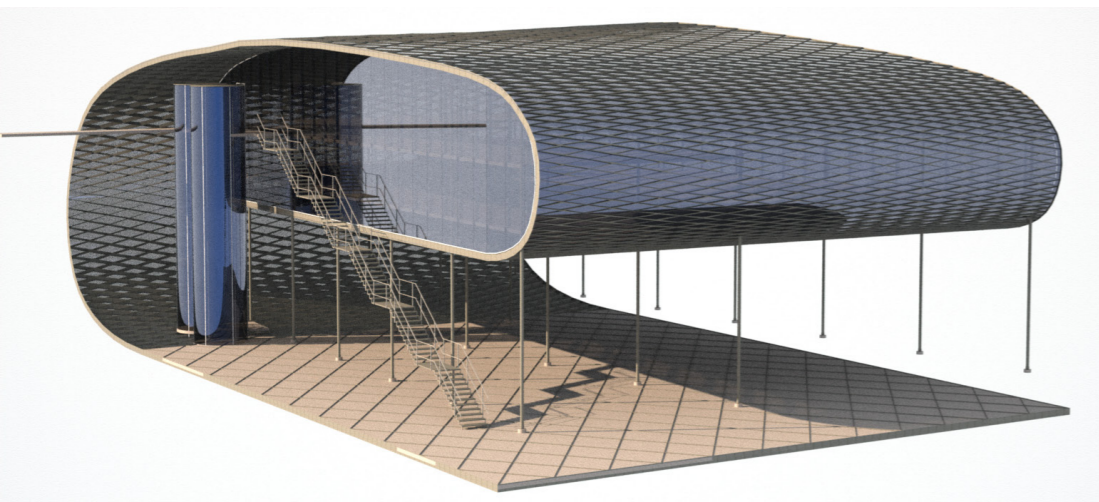


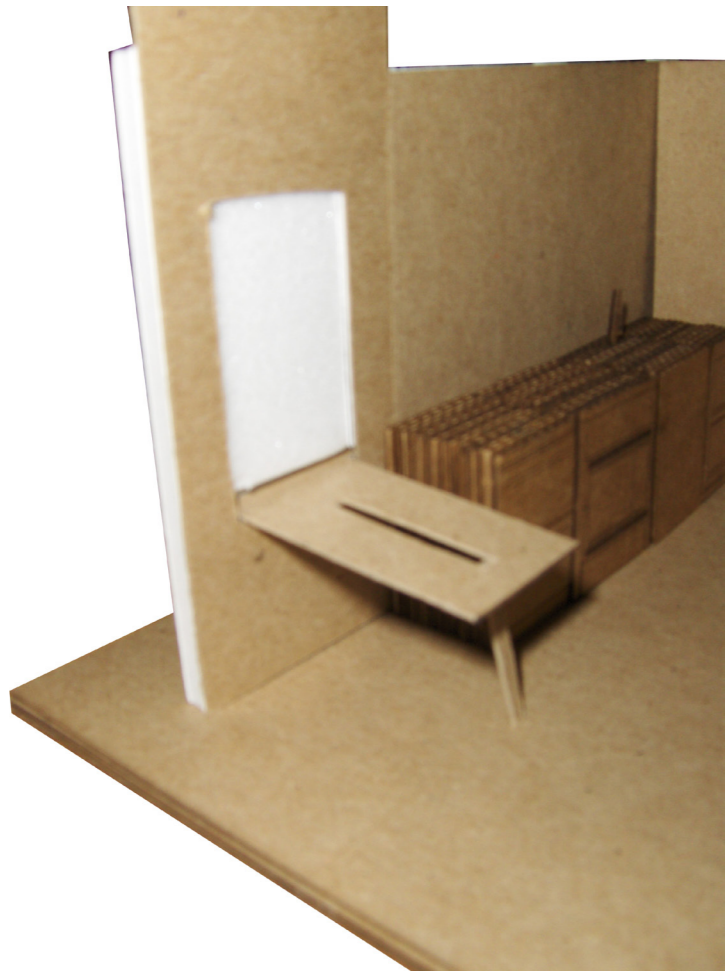
# Problem Statement

How might ergonomics and universal design improve the human experience in the work environment?

# Project Typology

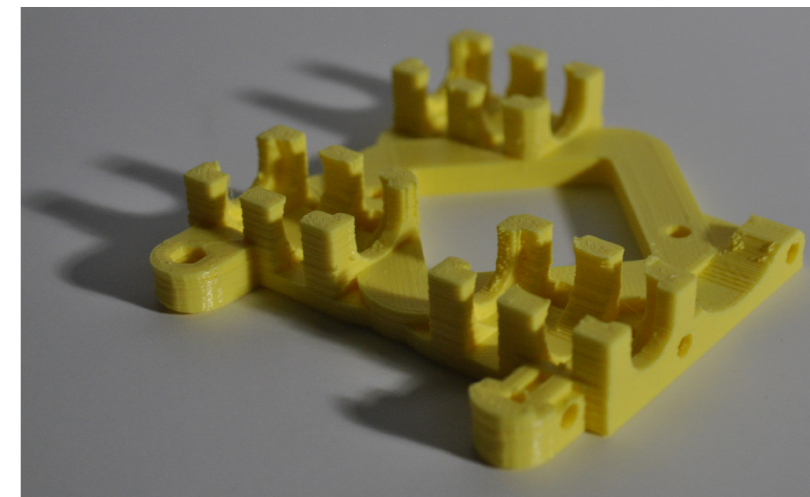
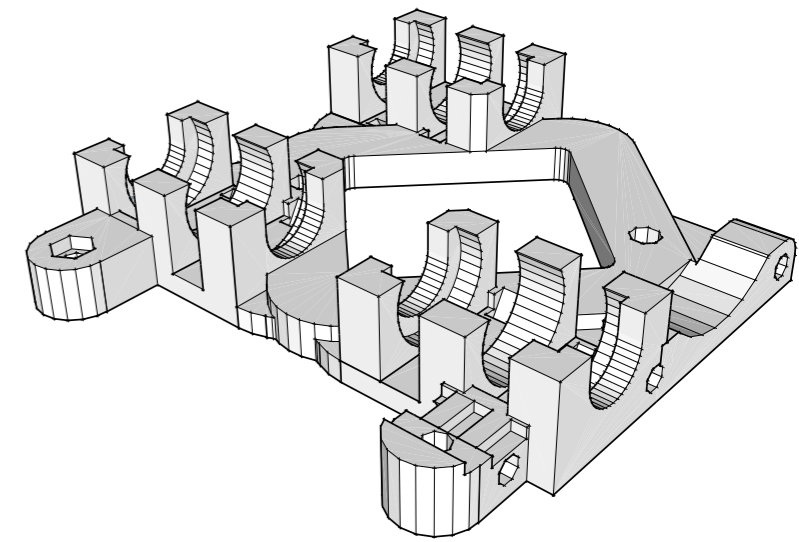
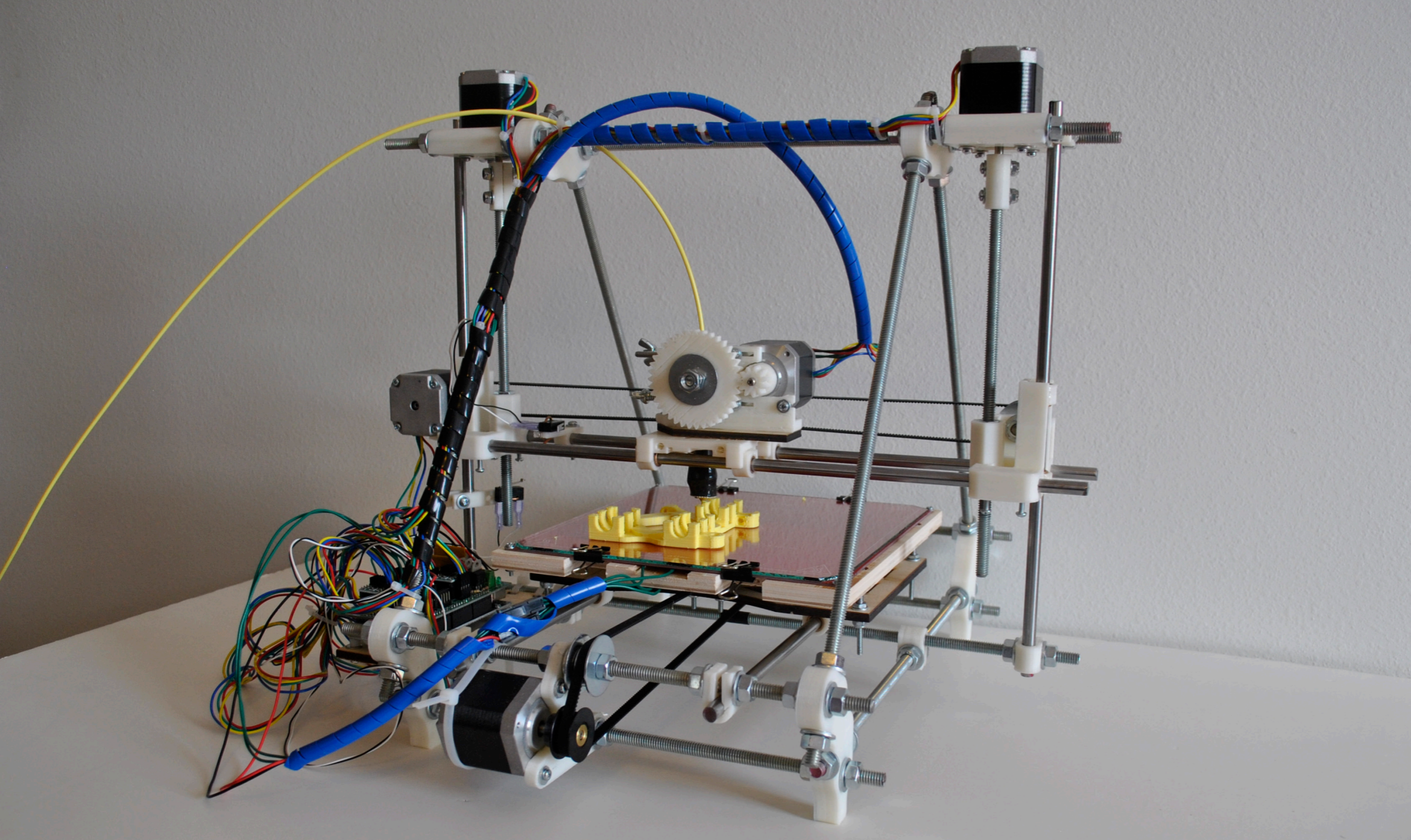
Research and Development Facility





Ergonomics





3ds max design



revit



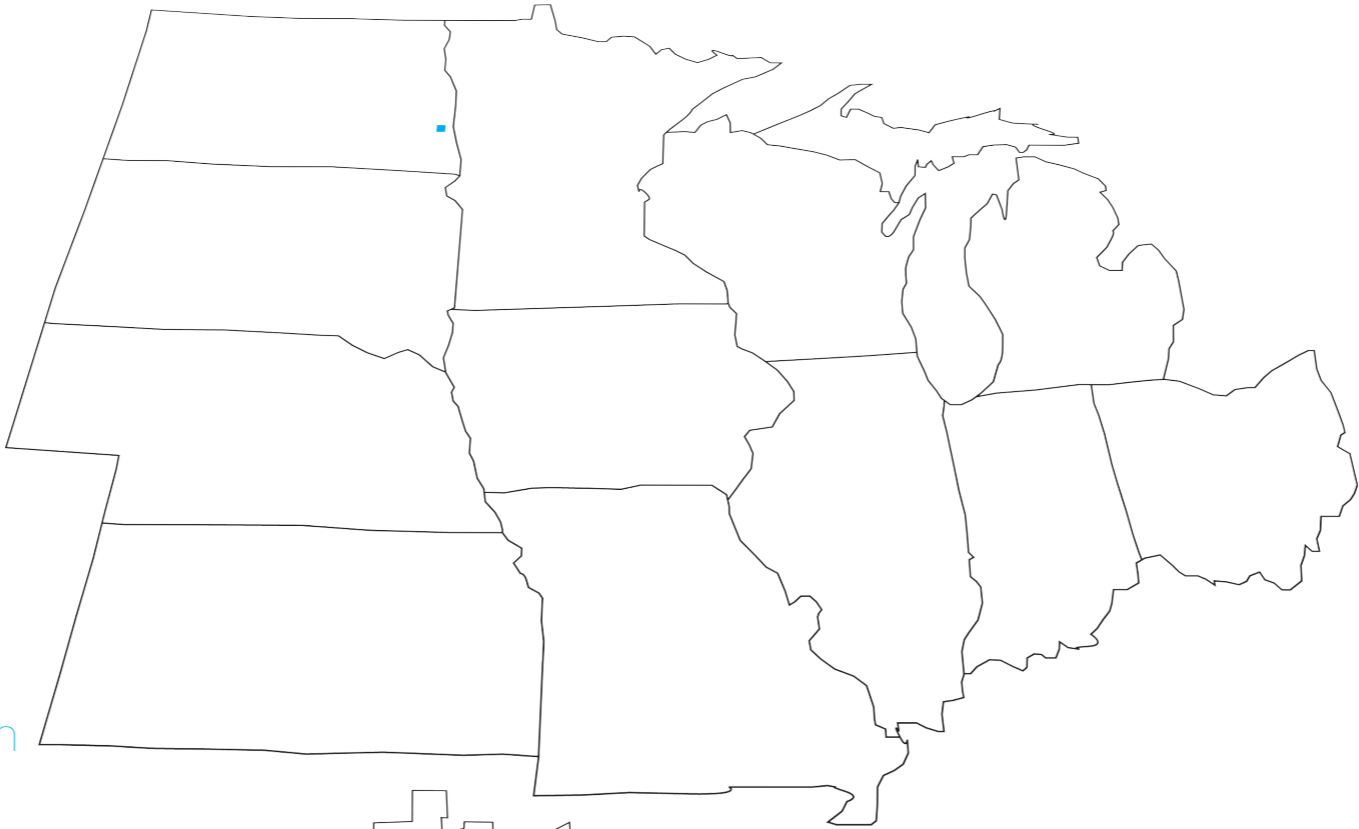
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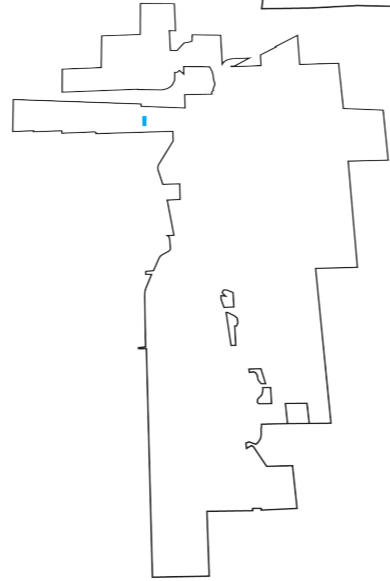
unreal development kit

Research | Development

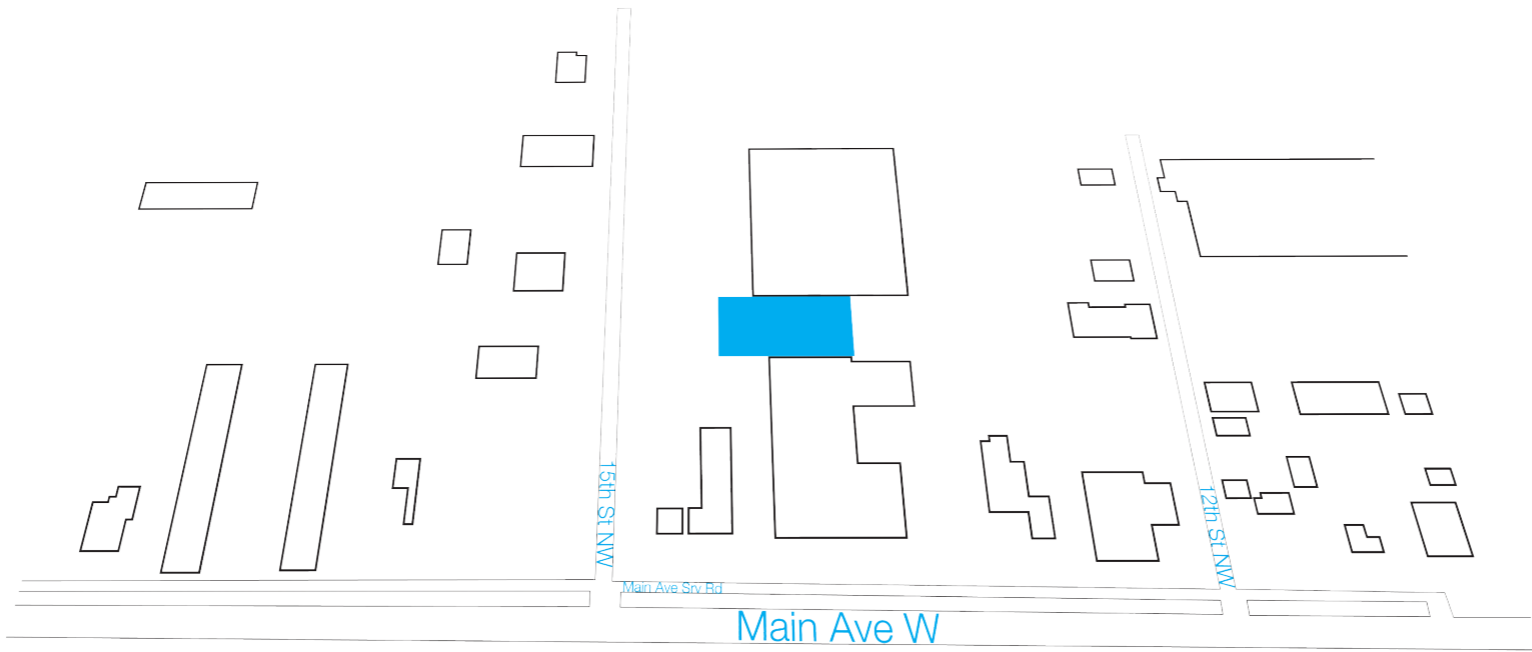




Region  
Midwest



City  
West Fargo

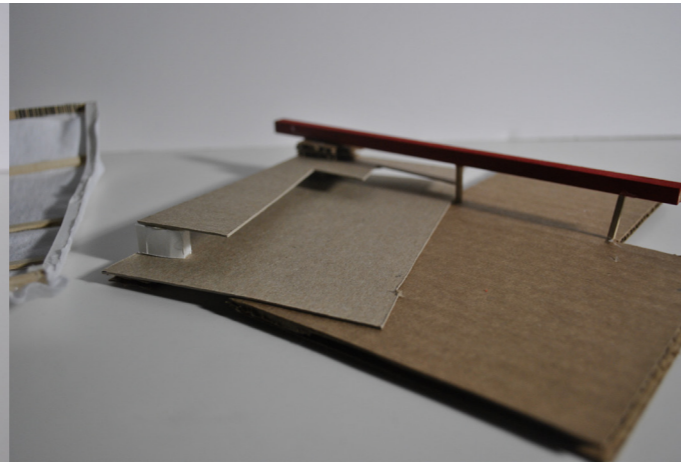
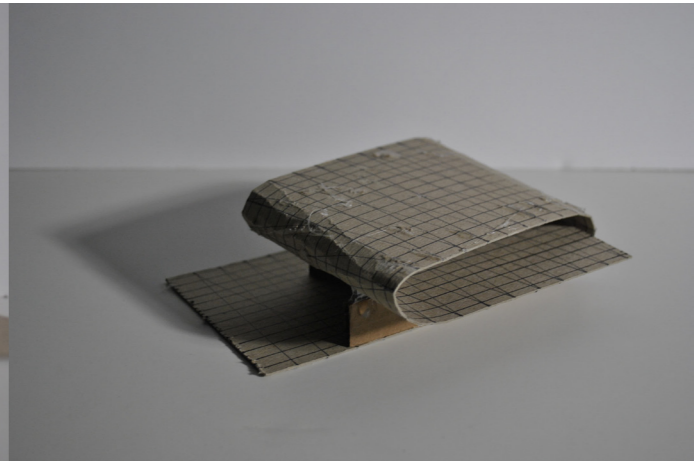
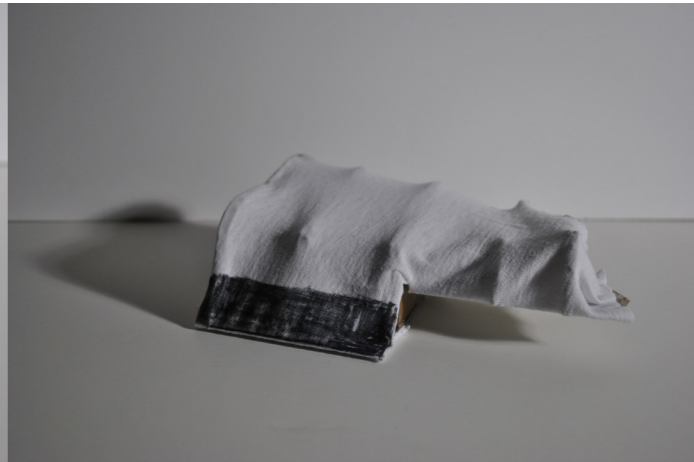
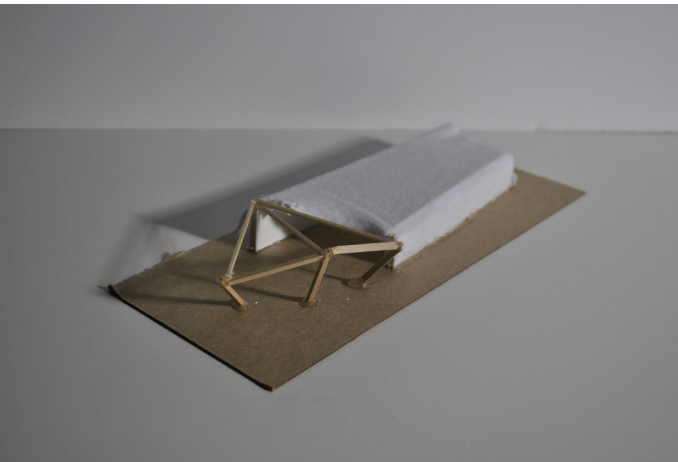


Site

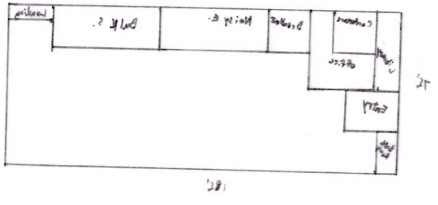
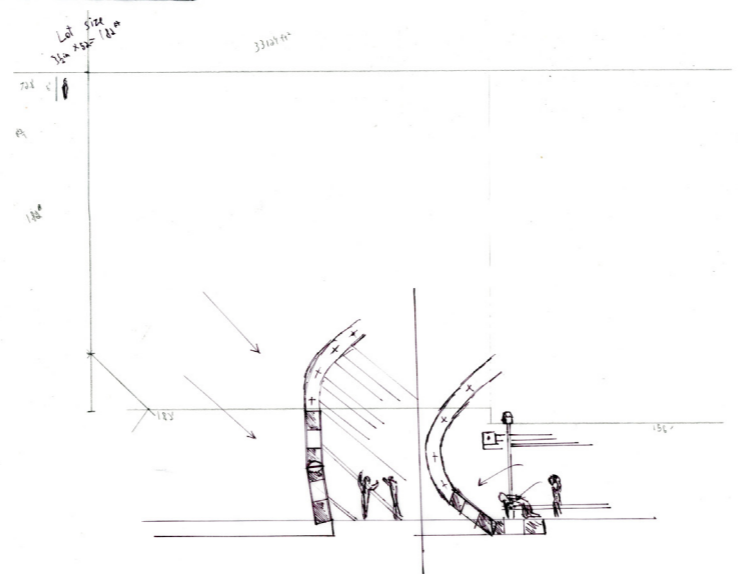
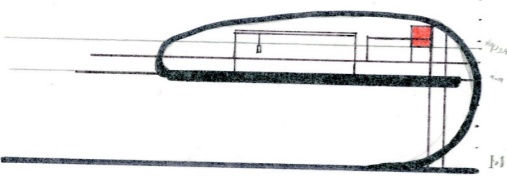
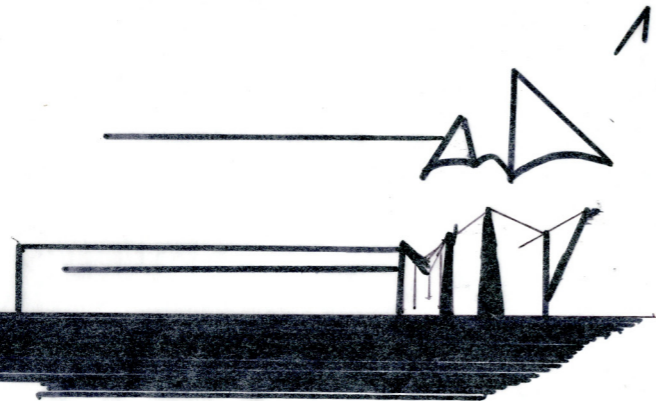
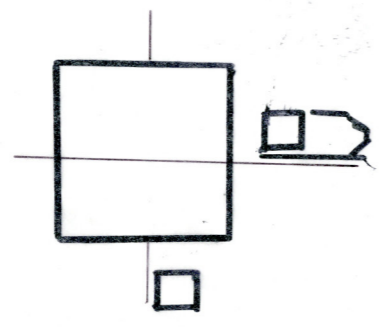
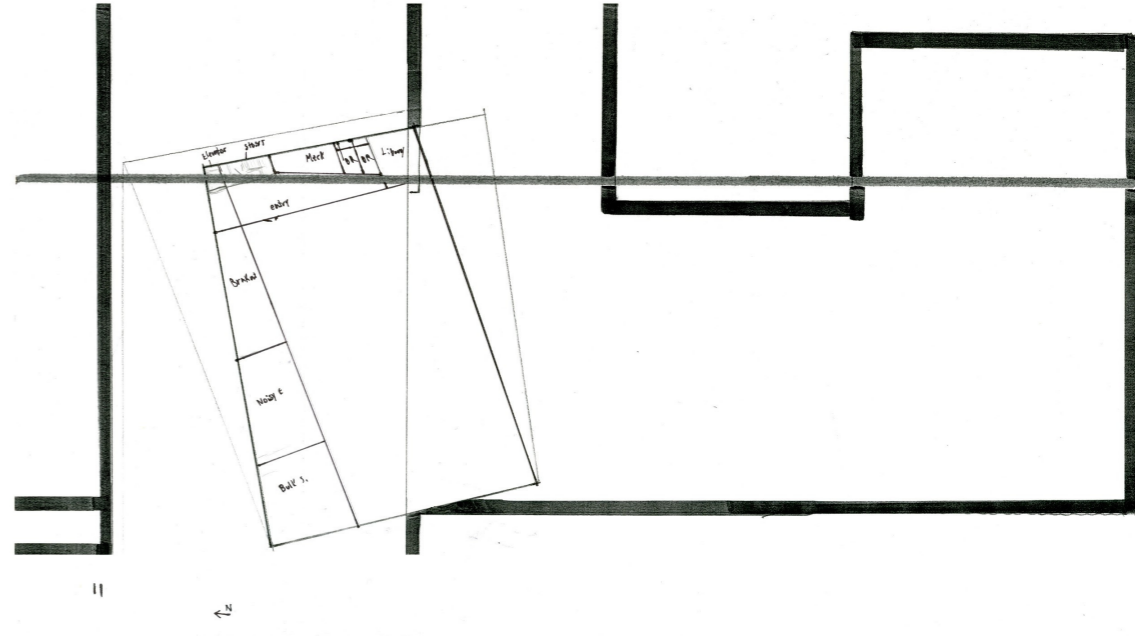
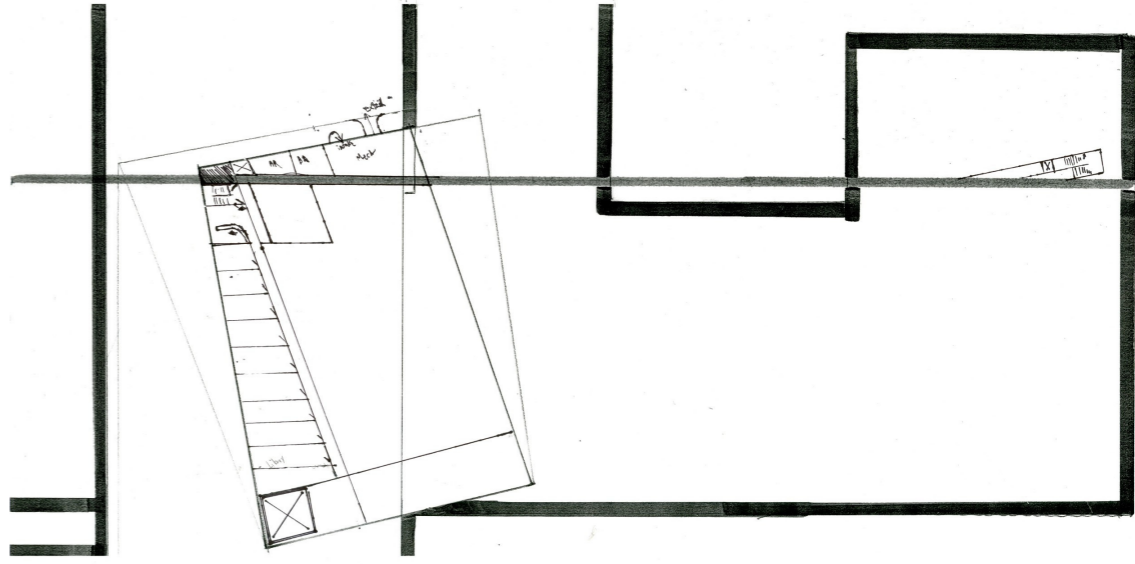
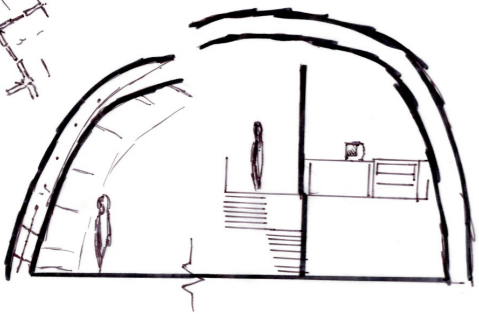
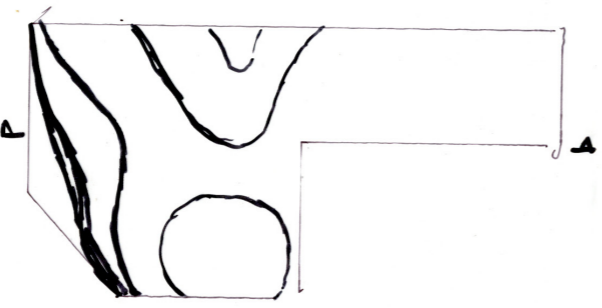


# Site Views



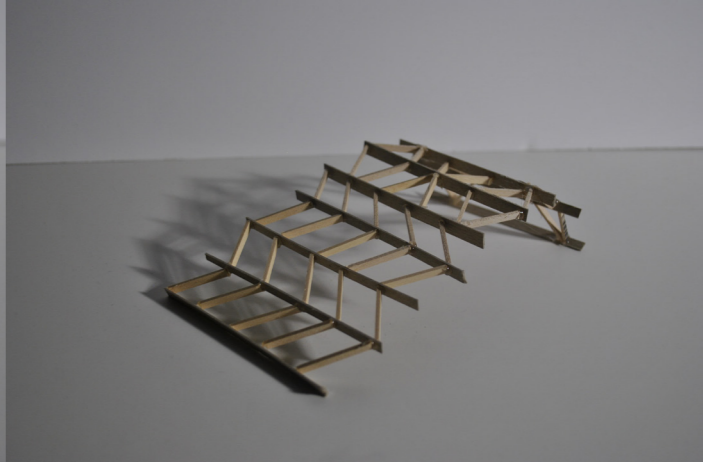
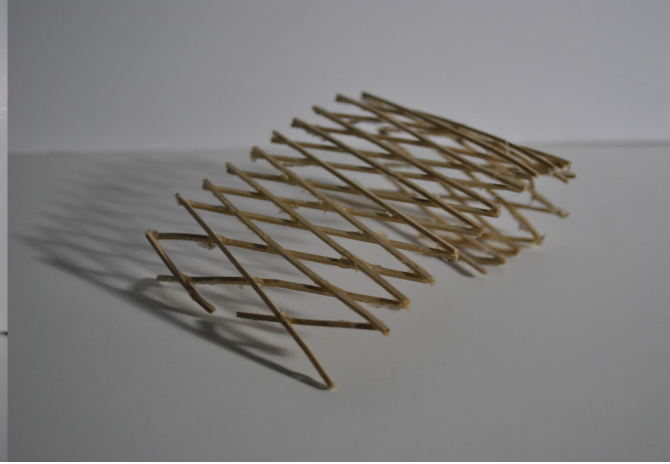


Models



Drawings





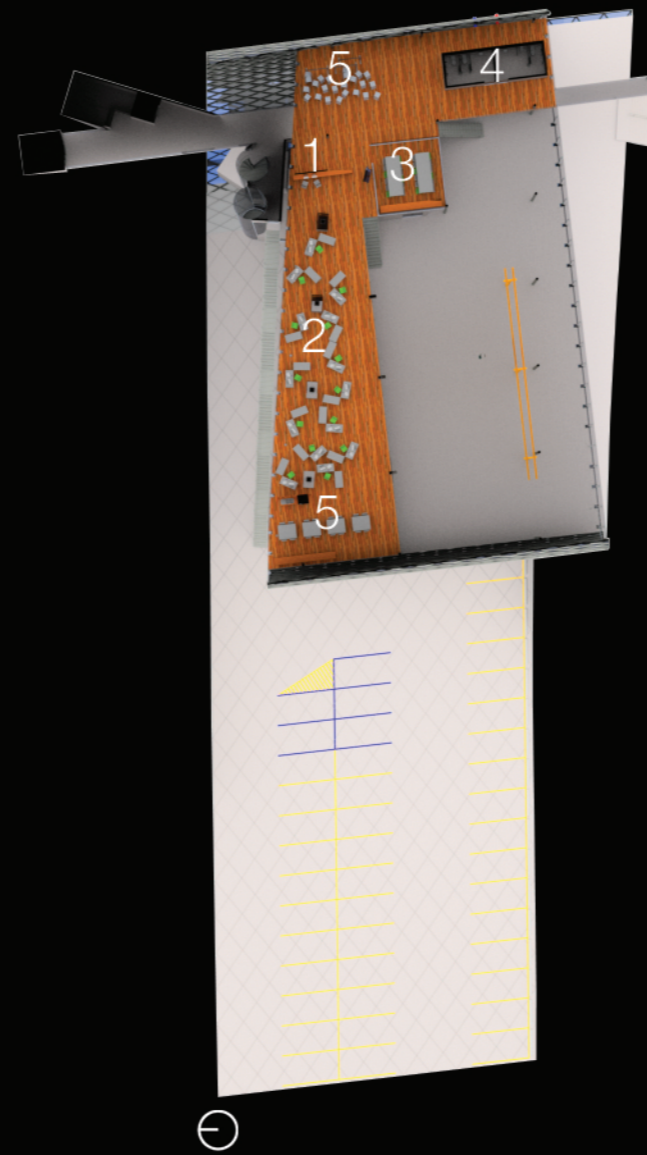
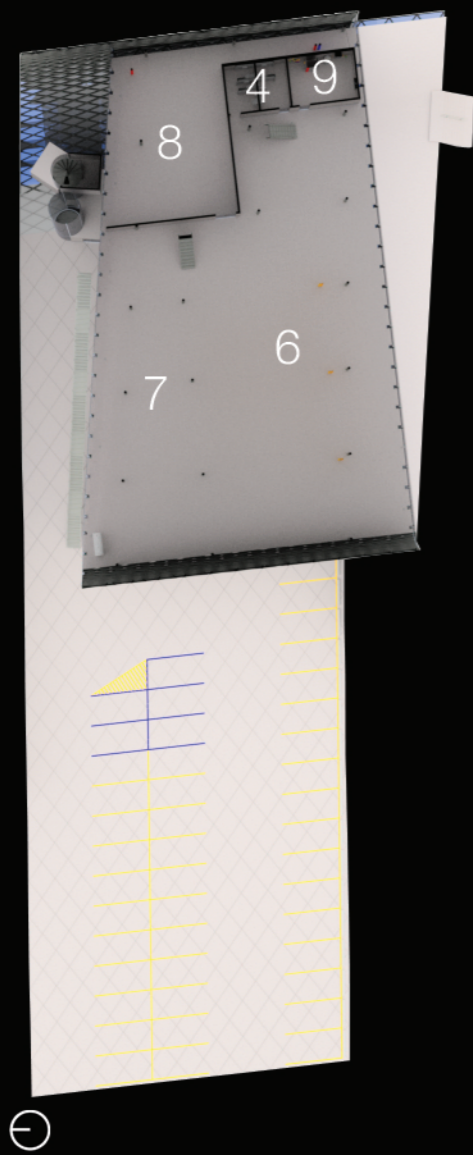
concrete

wood

brick

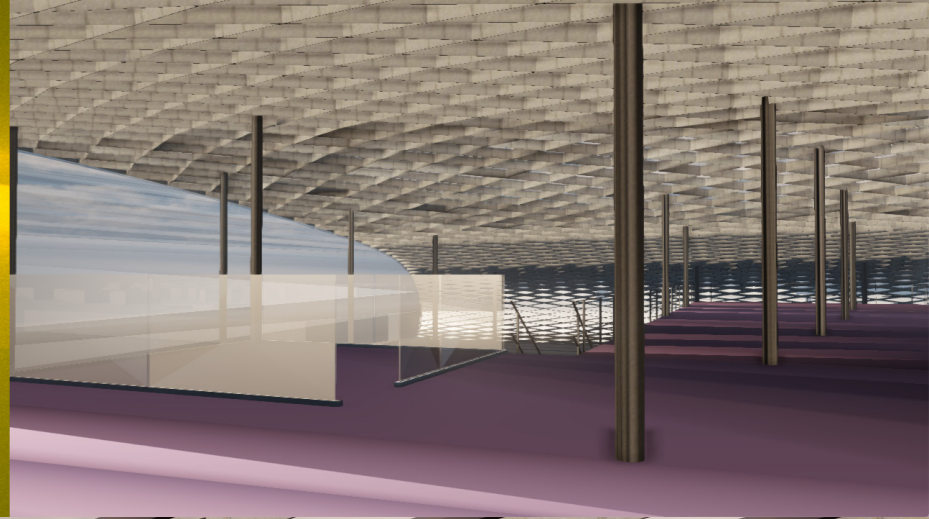
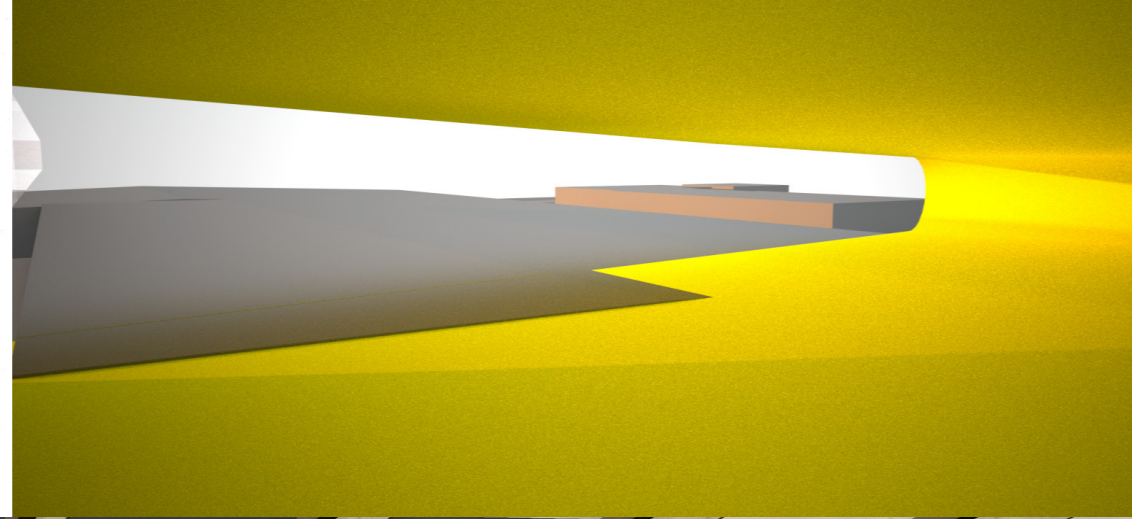
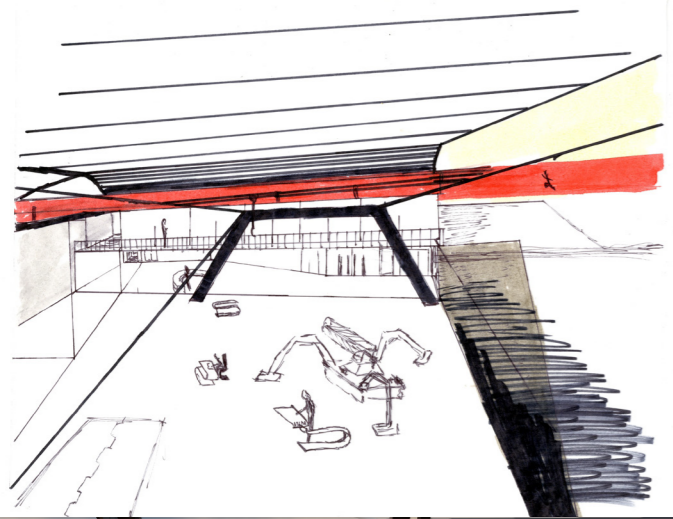
# Shell Investigations





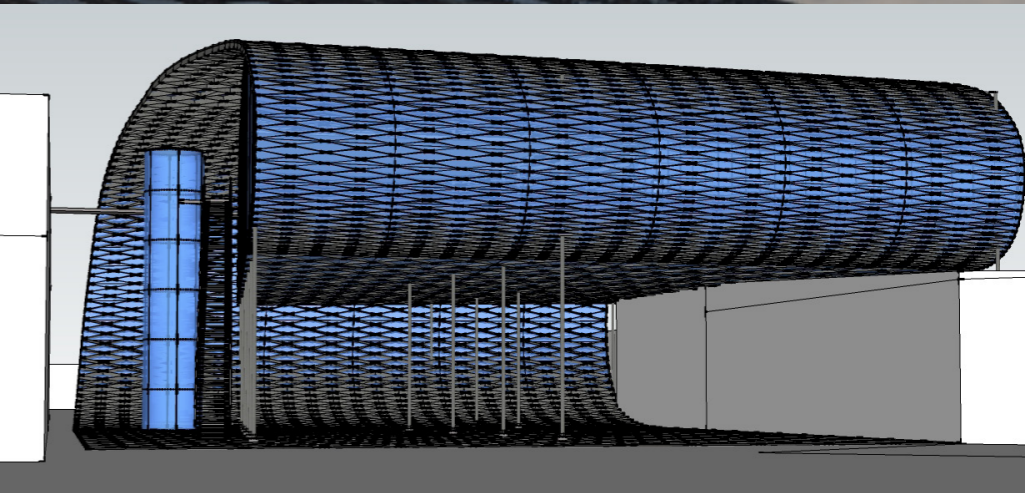
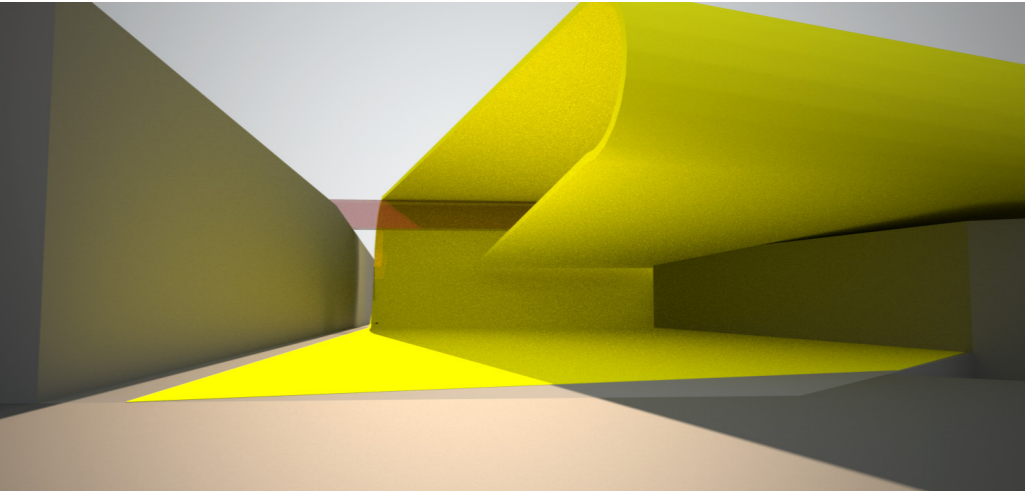
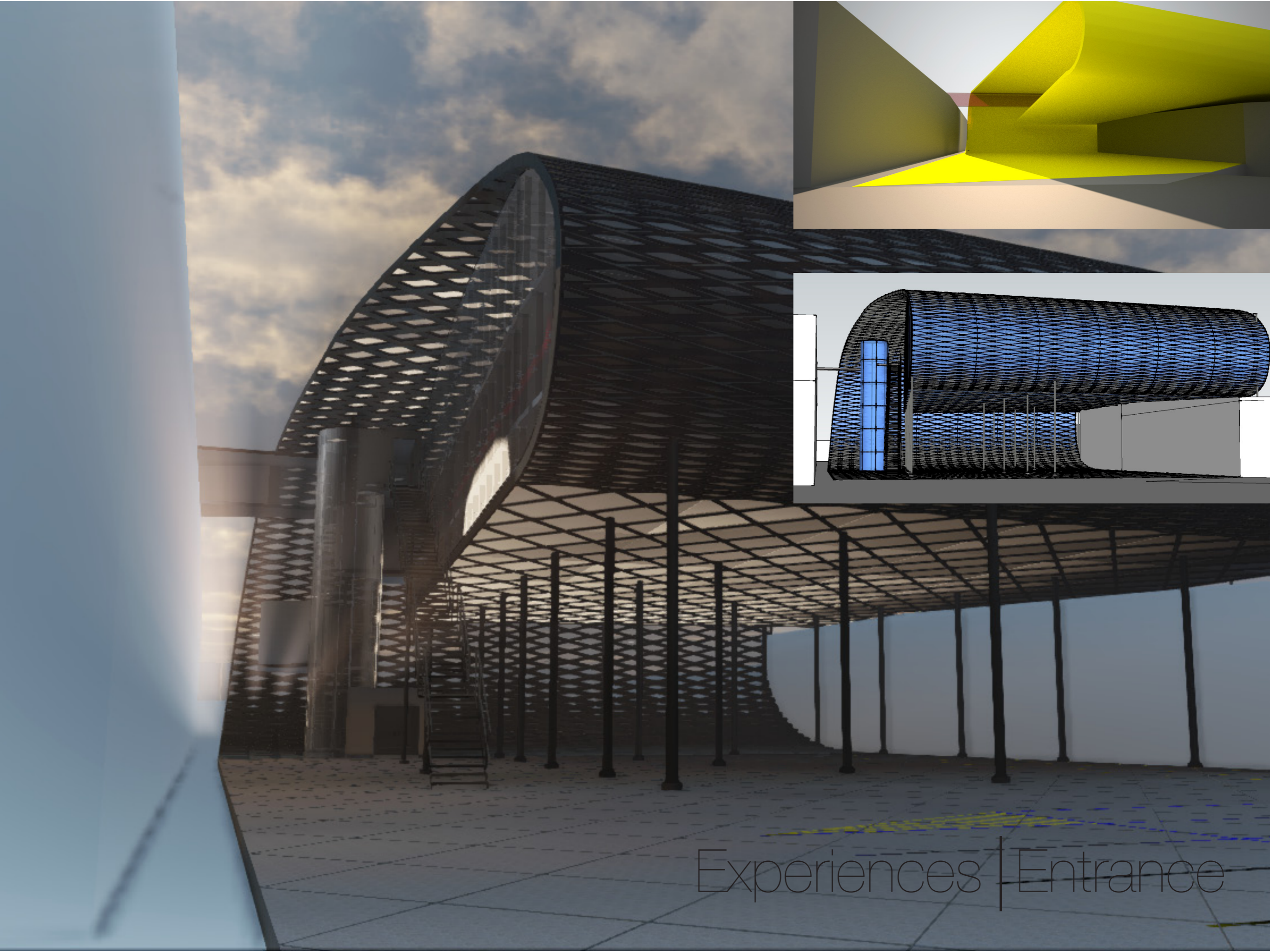
- 1 | Entry
- 2 | Offices
- 3 | Conference Room
- 4 | Bath Rooms
- 5 | Staff Breakout
- 6 | Open Planned Laboratory
- 7 | Bulk Storage
- 8 | Noisy Equipment
- 9 | Mechanical Room





Experiences | Interior





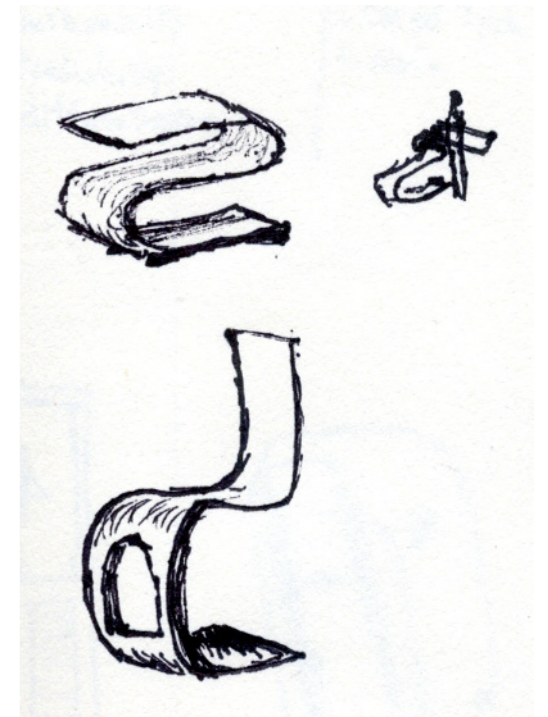
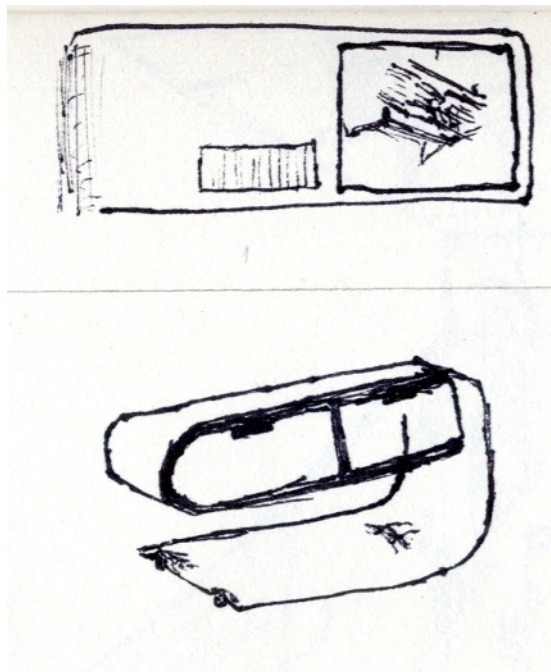
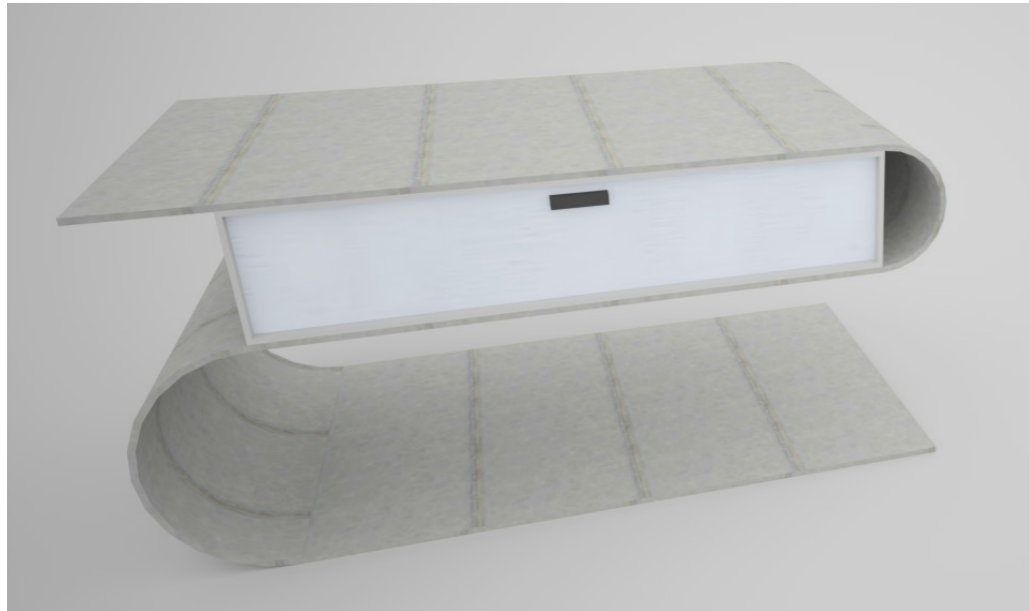
Experiences | Entrance



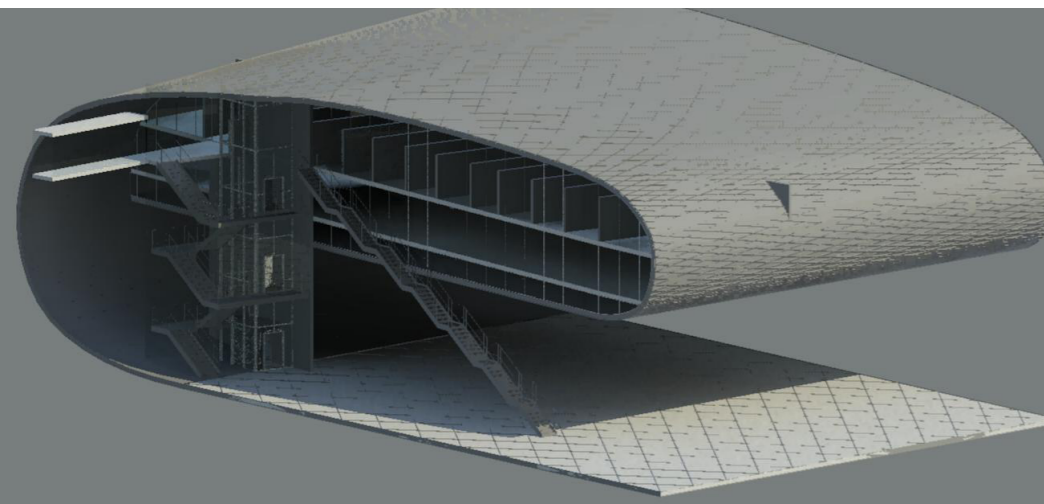
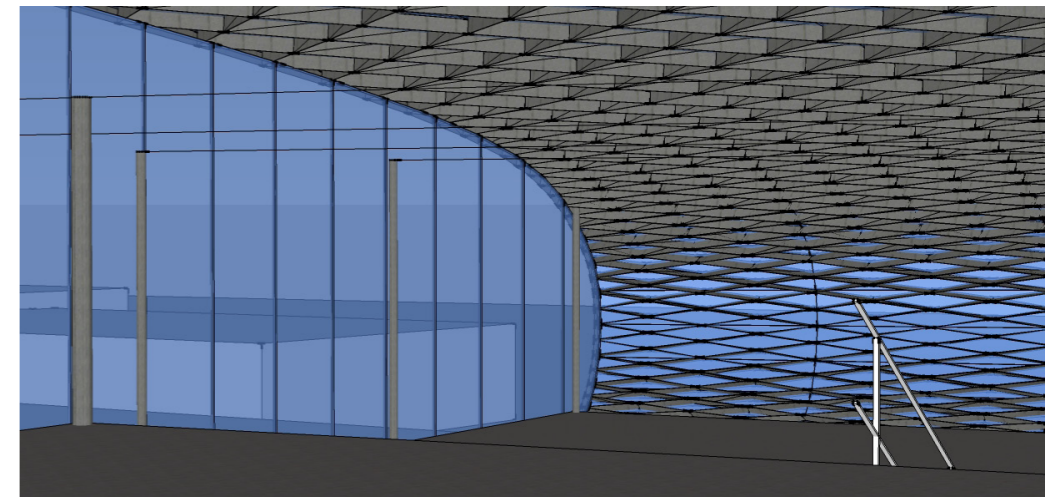
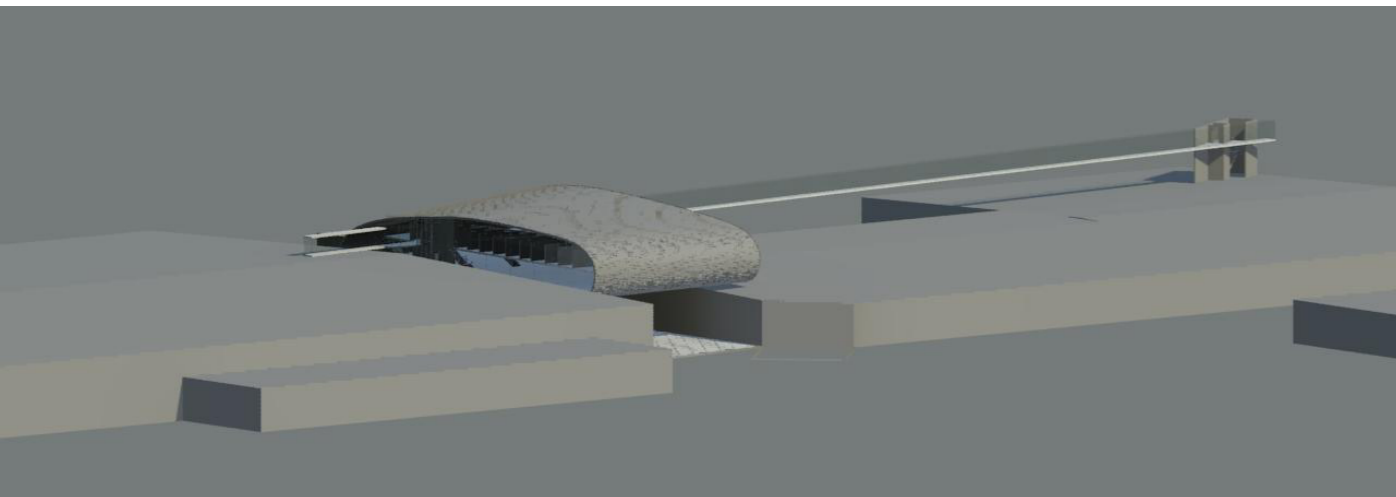
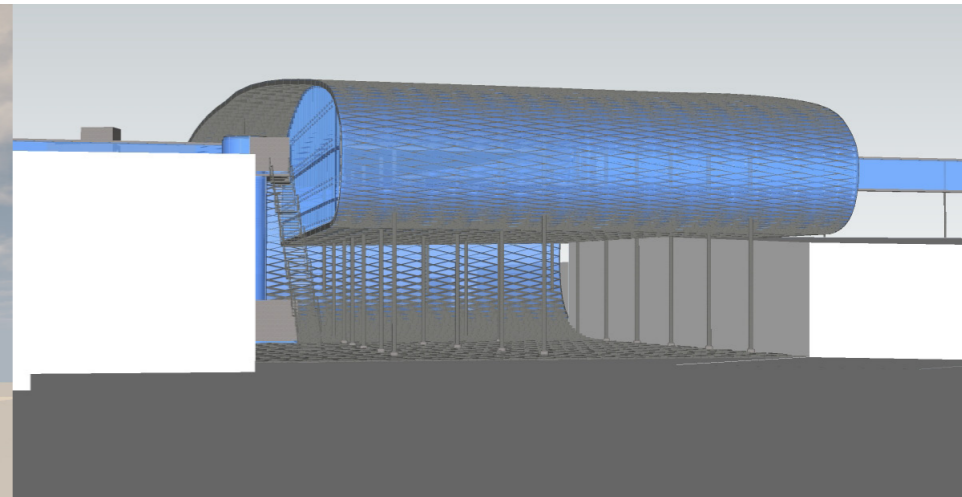
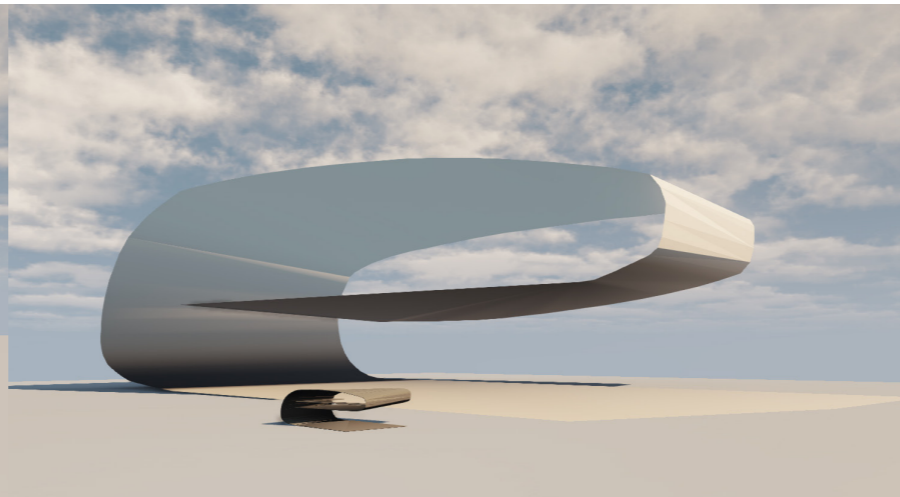
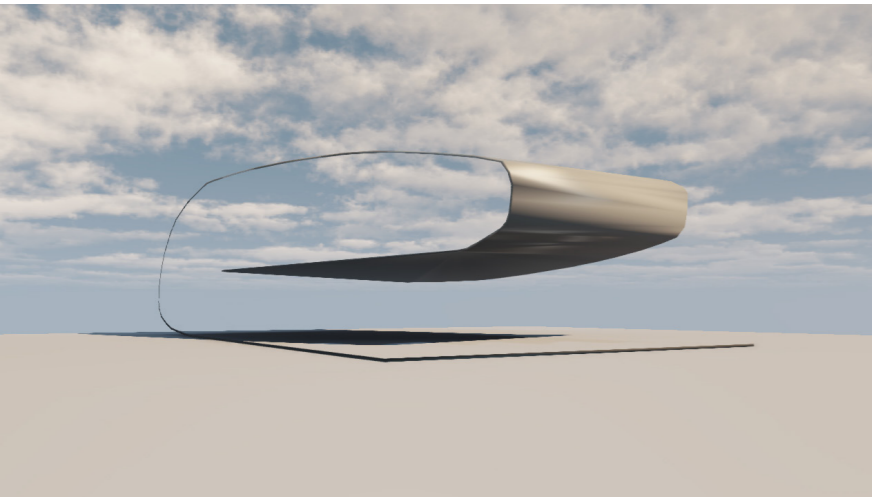
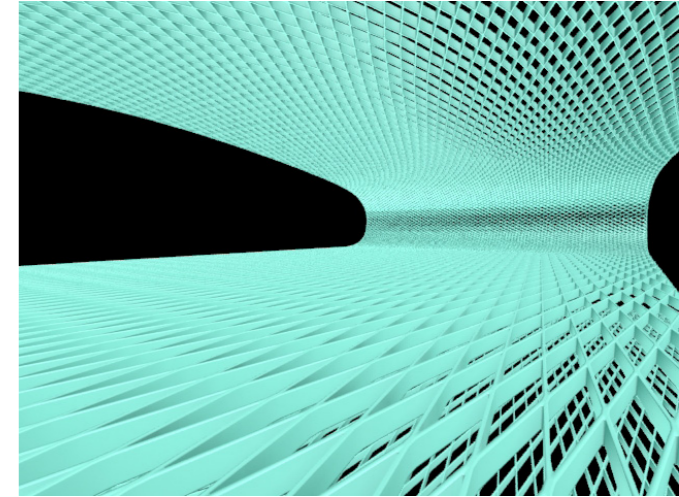
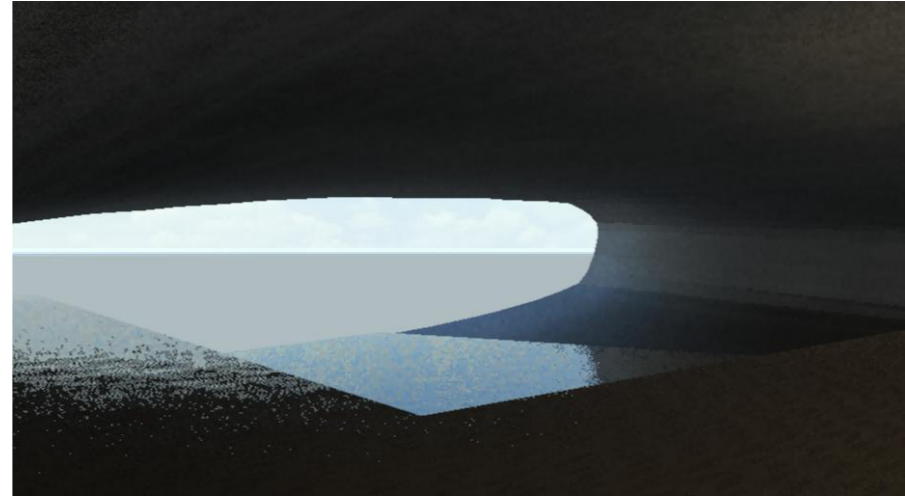
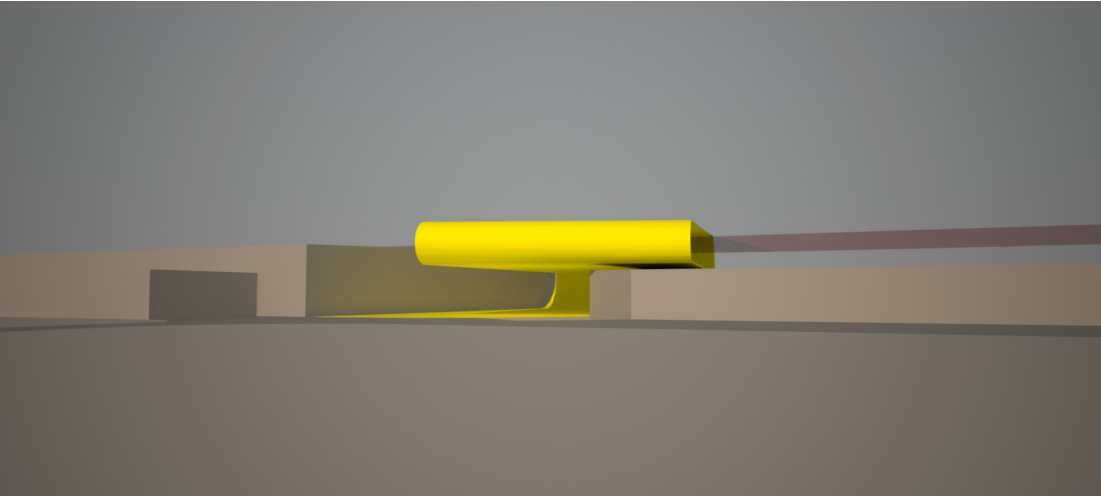


Experiences | Walkway









Digital Process